CLAIMS

What is claimed is:

1. A method of handling a user input in an interactive mode in which played back AV data is displayed with a markup document, the method comprising:

when a key input event corresponding to a user action occurs,

informing an ENAV engine, which interprets and executes the markup document, of the occurrence of the key input event; and

informing, by default, by the ENAV engine, an AV playback engine, which plays back the AV data, of the occurrence of the key input event.

2. The method of claim 1, wherein the informing of the ENAV engine of the occurrence of the key input event comprises creating the key input event using event information recorded in the markup document, and the informing of the AV playback engine of the occurrence of the key input event comprises transmitting a playback control command corresponding to the key input event to the AV playback engine to handle the key input event.

3. The method of claim 1, wherein:

the informing of the ENAV engine of the occurrence of the key input event comprises creating the key input event using an onclick event that occurs by clicking on a button made in the markup document, the onclick event being the first event information recorded in the markup document, and

the informing of the AV playback engine of the key input event comprises transmitting a playback control command corresponding to the onclick event to the AV playback engine to handle the onclick event.

4. A method of handling a user input in an interactive mode in which played back AV data is displayed with a markup document, the method comprising:

informing by default an AV playback engine, which decodes the AV data, of an occurrence of a key input event corresponding to a user action; and

prohibiting, when a second event occurs using second event information recorded in the markup document, the AV playback engine from being informed of the occurrence of the key input event.

5.   The method of claim 4, wherein:

the prohibiting comprises creating the second event according to the second event information which is recorded using an Application Program Interface (API).

6.   The method of claim 4, further comprising:

controlling the markup picture in correspondence with a third event which occurs according to a third event information recorded in the markup document.

7.   A method of handling a user input in an interactive mode, comprising:

determining whether a key input event occurs as a first event according to first event information recorded in a markup document or via a predetermined key of a remote control pressed by a user;

informing, if the key input event occurs, an AV playback engine of occurrence of the key input event via an ENAV engine;

determining whether a second event occurs;

prohibiting, by the ENAV engine, if the second event occurs, the AV playback engine from being directly informed of occurrence of the key input event; and

transmitting, by the ENAV engine, if the key input event matches with second event information recorded in the markup document so that the second event occurs, a control command corresponding to the second event to the AV playback engine.

8.   A method of handling a user input in an interactive mode, comprising:

determining whether a key input event occurs as a first event according to first event information recorded in a markup document or via a predetermined key of the remote control pressed by a user;

informing, if the key input event occurs, an AV playback engine of occurrence of the key input event via an ENAV engine;

determining whether user input is forwarded directly to or prohibited from being forwarded to the AV playback engine, referred to as a next event;

performing, by the ENAV engine, if the next event occurs, a predetermined operation corresponding to the next event.

9.   A method of handling a user input in an interactive mode, comprising:

pressing, by a user, a predetermined key of a remote control to cause a key input event; and

handling, by an interface handler of an ENAV engine, the key input event by transmitting a playback control command corresponding to the key input event to an AV playback engine.

10. A method of handling a user input in an interactive mode, comprising:

pressing, by a user, a predetermined key of a remote control to cause a key input event;

informing an interface handler of an ENAV engine of occurrence of the key input event;

informing, by the interface handler of the ENAV engine, an AV playback engine of occurrence of the key input event; and

performing, by the AV playback engine, an operation corresponding to the key input event.

11. A method of handling a user input in an interactive mode, comprising:

clicking, by a user, on a button made in a markup document to cause an onclick event; and

handling, by an interface handler of an ENAV engine, the onclick event by transmitting a playback control command corresponding to the onclick event to an AV playback engine.